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the *Comic Series*

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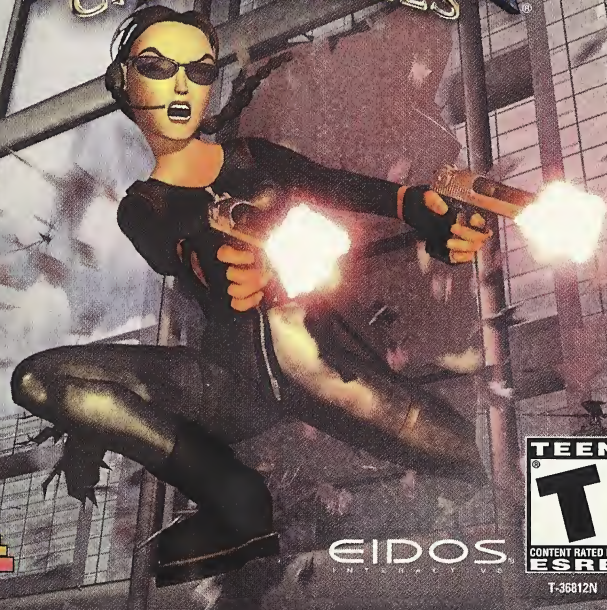
SEGA

Dreamcast™



TOMB RAIDER

CHRONICLES



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T-36812N

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CONTENTS

A Tragic Loss	3	Starting the Game	8
Sega Dreamcast™	4	Lara's Actions	10
Sega Dreamcast Hardware Unit ...	4	Moving	10
Sega Dreamcast Visual Memory		Swimming	11
Unit (VMU)	5	Attacking	13
Controls	6	Other Actions	14
Sega Dreamcast Controller	6	In-Game Inventory	18
Sega Dreamcast Jump Pack	6	Pause Menu	21
Menu Screen Controls	7	Saving & Loading	21
In-Game Controls	7	Credits	22

STUCK IN THE MAZES OF TOMB RAIDER: CHRONICLES?

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A TRAGIC LOSS ...

It is a cold, dark, rainy day. With the memorial service for Lara Croft over, her old friends retire to the Croft Mansion.

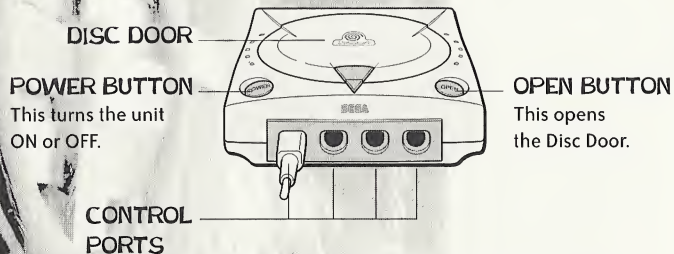
As they sadly collect their thoughts, they reminisce about Lara's past adventures ...

Meanwhile ...

Hundreds of miles away, Werner Von Croy co-ordinates the frantic dig – searching for answers buried deep beneath the Egyptian desert ...

SEGA DREAMCAST

SEGA DREAMCAST HARDWARE UNIT



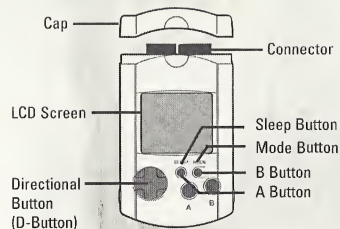
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use Control Port A to play **TOMB RAIDER: CHRONICLES**.

TOMB RAIDER: CHRONICLES is a 1 player game. Before turning the Sega Dreamcast ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

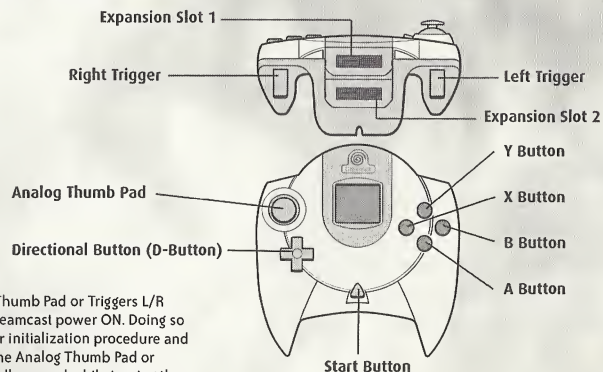
To save game settings and results and to continue play on previously saved games, insert a Visual Memory Unit (VMU) into Expansion Slot 1 of the controller BEFORE turning on the Sega Dreamcast. This game requires 17 blocks on the VMU in order to save a game.

NOTE: While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.



CONTROLS

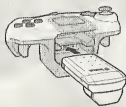
SEGA DREAMCAST CONTROLLER



- Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.
- **TOMB RAIDER: CHRONICLES** is a 1 player game. Connect a controller or other peripheral equipment BEFORE turning on the Sega Dreamcast.
- To return to the Title screen during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Main menu.

SEGA DREAMCAST JUMP PACK™

TOMB RAIDER: CHRONICLES supports the Jump Pack vibration peripheral. When inserted into the Expansion Slot of a Sega Dreamcast Controller, the Jump Pack provides a vibration effect that can considerably enhance the game play experience. When the Jump Pack is inserted into Expansion Slot 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.



MENU SCREEN CONTROLS

Analog Thumb Pad or Directional Button	Navigate through the menu screens/Toggle category options
A Button	Select option
B Button	Cancel/Return one level

IN-GAME CONTROLS

Analog Thumb Pad	Move Lara at a running pace
Directional Button /	Walk forward/Step backward
Directional Button /	Side-step left/right; also, balance on tightrope
A Button	Action
Y Button	Draw weapons
X Button	Jump
B Button	Roll
Left + Right Triggers	Draw flare/Throw flare if Lara has one in her hand
Right Trigger	Sprint while moving forward (with Analog Thumb Pad) ; press the X Button while sprinting to dive and roll forward Duck while standing still or walking, then Crawl (with Analog Thumb Pad) Launch torpedo decoy while wearing EDS (Extreme Depth Suit)
Left Trigger	Press and hold to Look (with Analog Thumb Pad) Tap to change target Press and hold to use laser sight
Start Button	Pause and display Pause menu
Right Trigger	Zoom in (while using binoculars/laser sight)
B Button	Zoom out (while using binoculars/laser sight)
Y Button	Return to normal view (while using binoculars/laser sight)

STARTING THE GAME

After the introductory FMV sequence, the Title screen/Main menu will appear. On this screen, the following options are available:

- NEW GAME** Prepare to join Lara on a new adventure.
- LOAD GAME** Display the Saved Game screen, where you can choose to load a previously saved game.
- SPECIAL FEATURES** View special **TOMB RAIDER: CHRONICLES** bonus materials. Many of the features will be revealed as you progress through the game.

OPTIONS

Display the Options screen offering the following options:

TV SETTING – Toggle between 50MHz and 60 MHz, depending on your TV.

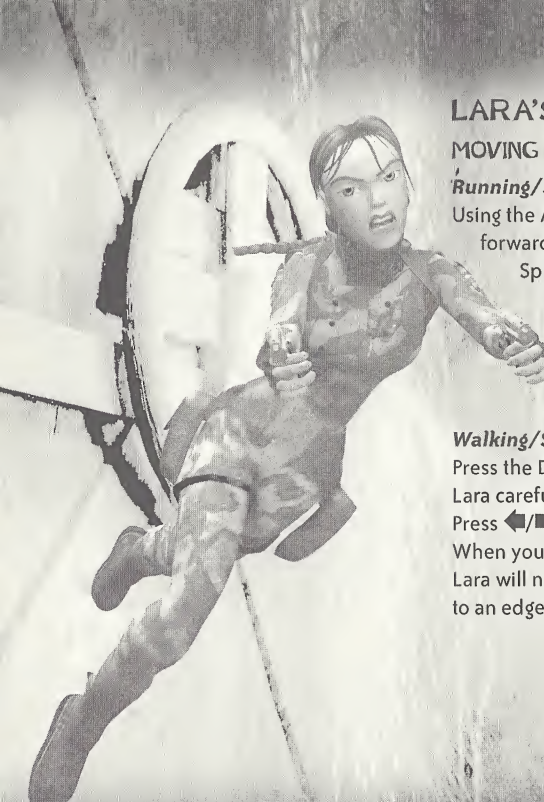
MUSIC VOLUME – Adjust the music volume.

SFX VOLUME – Adjust the volume of in-game sound effects.

CONTROL METHOD – Select ANALOG or DIGITAL control.

AUDIO SETTING - Select MONO or STEREO depending on your speaker setup.

NOTE: Your settings are automatically saved when you exit the game.







LARA'S ACTIONS

MOVING

Running/Sprinting

Using the Analog Thumb Pad moves Lara forward at a running pace. Press the Sprint button (Right Trigger) to make her temporarily sprint. A small energy bar will appear; when the bar depletes, Lara reverts to running.

Walking/Side-Stepping



Press the Directional Button / to make Lara carefully walk forward or backward. Press / to make Lara side-step. When you're using the Directional Button, Lara will not fall off any edge; if she walks up to an edge, she will automatically stop.

Rolling

Press the Roll button (B Button) to make Lara roll forward and finish up facing the opposite direction. This also works when Lara is underwater.

Jumping

Lara can jump in any direction to evade her enemies. Press the Jump button (X Button) and Lara will jump straight up into the air.

If you use the Analog Thumb Pad immediately after pressing the Jump button, Lara will jump in that direction. In addition, pressing  or the Roll button (B Button) immediately after starting a forward jump makes Lara somersault in the air and land facing the opposite direction. This also works when Lara is jumping backward by pressing  or the Roll button immediately after takeoff.

SWIMMING


Underwater

When Lara finds a deep pool of water, she can jump in and swim around. Lara can hold her breath for about one minute; if she is still underwater after that, she'll drown.

Use the Analog Thumb Pad to move Lara in the water. Press the Jump button (X Button) to make her swim. Lara can pull levers and pick up objects under water. Just position Lara as close as you can to an object and press the Action button (A Button).

Swimming on the Surface

When Lara is swimming on the surface, you can use the side-step actions to make her swim left or right.

Press the Jump button (X Button) to make Lara dive under the surface. Press the Analog Thumb Pad  plus the Action button (A Button) when Lara is close to an edge to make her climb out.

Wading in Shallow Water

Lara won't swim in waist deep water; instead she wades. The controls for moving Lara are basically the same as when she is on dry land, except it is slower going and she can only jump on the spot, not in a direction.

Extreme Depth Suit (EDS)

The EDS is used for diving and exploring the seabed at depths where conventional divers cannot reach. The suit has its own propulsion units and is also equipped with torpedo decoys. If a torpedo is fired at Lara, launch a decoy and then make her swim away. If you have successfully deployed the decoy, the torpedo should be attracted to it, enabling Lara to fight another day. Swimming in the EDS is controlled in the same way as swimming on the surface.

Avoid the rock faces on the seabed – colliding with them will stress Lara, making her breathe more heavily and use up her air more rapidly!

ATTACKING

Drawing & Firing Weapons

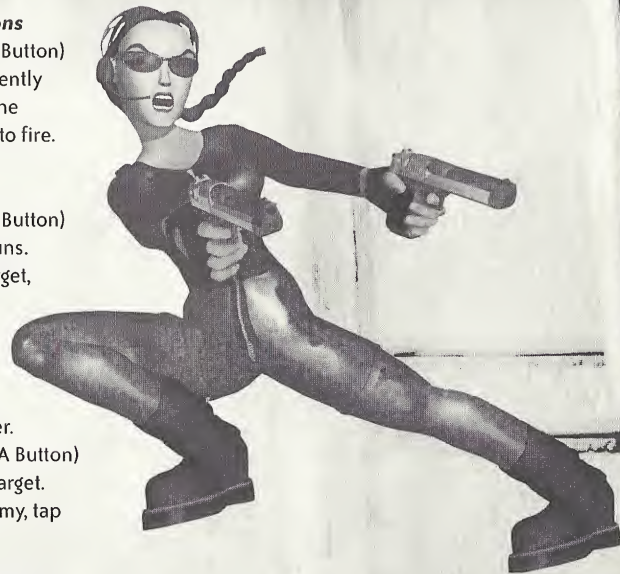
Press the Draw button (Y Button) to arm Lara with her currently selected weapon. Press the Action button (A Button) to fire.

Targeting

Press the Draw button (Y Button) and Lara will draw her guns. If she sees a potential target, she will lock onto it.


If multiple enemies are visible, you can have Lara change targets by tapping the Left Trigger. Press the Action button (A Button) to shoot at the selected target. To switch to another enemy, tap the Left Trigger again.

If Lara loses sight of the enemy, the lock-on is broken.




OTHER ACTIONS


Vaulting

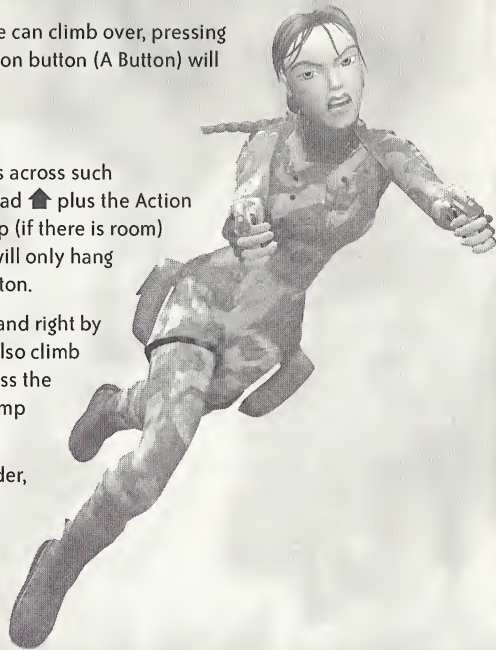
If Lara is faced with an obstacle that she can climb over, pressing the Analog Thumb Pad  plus the Action button (A Button) will make her vault onto it.

Climbing

Some walls are climbable. If Lara comes across such a surface, pressing the Analog Thumb Pad  plus the Action button (A Button) will make her jump up (if there is room) and catch handholds on the wall. She will only hang on while you hold down the Action button.





You can make her climb up, down, left and right by using the Analog Thumb Pad. She can also climb around the edges of some surfaces. Press the Jump button (X Button) to make Lara jump backward away from the wall.

When Lara arrives at the top of the ladder, she may be faced with a small opening. Press the Duck button (Right Trigger) to make her duck, and then press the Analog Thumb Pad  to make her crawl into the gap (if she will fit). Keep the Action button held down until Lara is safely inside the crawl space.



Climbing Poles

Lara will come across certain poles that she can climb. Either make Lara walk up to the pole, and then press and hold the Action button (A Button), or make her run, jump and grab the pole. You must keep the Action button pressed or Lara will let go.

While Lara is on the pole, use the Analog Thumb Pad / to make her climb up and down; press / to make her rotate around the pole; and press the Jump button (X Button) to make her back-flip off the pole.

Climbing Ropes




On ropes, you can make Lara grab hold, rotate, climb up and down and jump off in the same way as for climbing poles.

Press the Sprint button (Right Trigger) to make the rope swing from side to side. Press the Jump button (X Button) to make Lara jump forward off the rope.

Duck & Crawl

Press the Duck button (Right Trigger) to make Lara duck (while either standing or walking), and keep the button pressed while using the Analog Thumb Pad to make her crawl. Lara can now forward flip straight out from a crawl space – just make her crawl to the edge and press the Jump button (X Button).

Grabbing Hold

If Lara is near a ledge while she is jumping, pressing and holding the Action button (A Button) will allow her to grab the ledge in front of her and hang there. If a wall is climbable, Lara can catch onto it anywhere (not just onto ledges). Press the Analog Thumb Pad / and Lara will shimmy sideways and even around corners of certain surfaces. Press  to make Lara climb up to the level above. Release the Action button and Lara will drop.

Monkey Swing

If Lara discovers an overhead frame, she may decide to monkey swing across it. Press the Jump button (X Button) to jump up to the frame, then press the Action button (A Button) to grab onto it. While holding the Action button, press the Analog Thumb Pad **▲** to make Lara swing forward. Press **◀/▶** to make Lara hang and rotate. Release the Action button to have Lara release the bars.

Tightrope Walking

Make Lara walk up to a tightrope, then press the Action button (A Button) and Lara will step onto the rope. Press the Analog Thumb Pad **▲** to make Lara walk forward, and **▼** to make her turn around. If Lara starts to lose her balance, press **◀/▶** (opposite to the way she is leaning) to regain her poise.

Parallel Bars

Look for bars or support beams in the scenery – Lara can jump and grab onto some of these to get across gaps. Use the Action button (A Button) to make Lara grab onto the bar, then hold down the button to make her spin on the bar until you release the button.

Picking Up Objects

Lara can retrieve objects and store them in her Inventory. Position Lara so that the object to be retrieved is in front of her feet. Press the Action button (A Button) and she will pick it up.

Some objects in the game can be shattered by shooting them to reveal valuable pick-ups. Objects may also be discovered on pedestals and hidden inside walls or shelves/cabinets – in this case press the Action button to have Lara reach in and grab them.

Using Switches & Solving Puzzles

Many puzzles await Lara – these will take various unusual forms. You may simply need to flip a switch – this is achieved by positioning Lara by a switch and pressing the Action button (A Button). For other puzzles, you may need to collect two halves of an object, combine them in the Inventory, and then use them as a key. (See page 18.)

The Crowbar

Lara may need to remove items from walls or pry open doors. To do this, she'll need a crowbar. Select the crowbar from the Inventory to use it.

Using Flares

If Lara finds herself in the dark and has any flares in her Inventory, you can make her get one out and light it by pressing the Left and Right Triggers simultaneously. This will light up her surroundings for a minute or so. While she is carrying the flare she can still vault or climb – flares even work

underwater. To discard the flare, drop it by pressing the Draw button (Y Button), or throw it a longer distance by pressing the Left and Right Triggers again.

Pushing/Pulling Objects

Lara can push certain objects around and use them to operate pressure-sensitive pads. Stand Lara in front of the object and hold down the Action button (A Button). Lara will take her ready stance. Press the Analog Thumb Pad **▼** to make Lara pull the block, and **▲** to push it. Release the button to stop.

Looking Around

Press the Look button (L Trigger) to make the camera move directly behind Lara. With the Look button held down, use the Analog Thumb Pad to make Lara look around her. When you release the Look button, the view returns to normal.

TIP: If you are trying to line Lara up for a jump but the camera is in an awkward position, press the Look button to see the exact direction she is facing.

IN-GAME INVENTORY

During a game, press the Start Button to pause the game. Select the INVENTORY option and press the A Button to display the Inventory. Use the Directional Button or Analog Thumb Pad to navigate through the Inventory and press the A Button to select. Depending on the object that is highlighted, a relevant menu may be displayed under the item. For example, highlighting the crossbow will present the following options:

- EQUIP – Arm Lara with the weapon.
- COMBINE – Allows the item to be combined with other relevant items held in the Inventory, i.e. the laser sight.
- CHOOSE AMMO – In some instances Lara may collect different forms of ammo, and this option allows you to choose between available ammunition for that weapon.

Press the Start Button to exit the Inventory and return to the Pause menu. Press the Start Button or select RESUME GAME to return to the game.

Small Medi-Pak

Use a small medi-pak (when collected) to restore half of Lara's health. It also acts as a poison antidote.

Large Medi-Pak

Use a large medi-pak (when collected) to fully restore Lara's health. It also acts as a poison antidote. Beware: some enemies will poison Lara. If she is poisoned, her health bar will appear and begin to flash yellow – decreasing as it flashes. Quickly use either a small or large medi-pak as an antidote.

Timex TMX Watch

Select the watch to check how you are progressing through the level. (See page 24.)

Binoculars/Headset

The binoculars are very useful for spying on distant enemies if you don't have the laser sight. The binoculars are replaced with a headset for the V.C.I. tower levels.

The headset can be switched to infrared mode (press the Action button [A Button] when the Headset is selected), allowing Lara to see invisible lasers. It's also equipped with a mini-com to allow contact with Lara's accomplice Zip.

Grappling Hook Launcher

Found later in the adventure, the grappling hook launcher is an ideal way to get across some gaps. The capsule it fires can only grip onto certain surfaces, usually grills or grates in the ceiling. Use Targeting mode to look around for a suitable anchor point – the cursor will flash green – and press the Action button (A Button) to launch the capsule. Once the rope is anchored, it is then used like a standard rope (see page 15).

Save Game

Save the game at any point or load a previously saved game. (See page 21.)



PAUSE MENU

Press the Start Button to pause the game and display the Pause menu, offering these options:

- INVENTORY** Select this to display the Inventory (see page 18), where you can handle the items Lara has collected, as well as save and load the game.
- QUIT** Return to the Title screen without saving your game.
- RESUME** Carry on with the current game.

SAVING & LOADING

SAVING YOUR GAME

To save the game at any point, display the Inventory and select **SAVE GAME**. Select a Visual Memory Unit (VMU) and slot and press the Action button (A Button). Your saved game will be named automatically. You can save a total of 5 games; if a VMU is full you can select a previously used slot to overwrite the file.

LOADING A SAVED GAME

To load a previously saved game, display the Inventory and select **LOAD GAME**. Highlight the game you want to load and press the Action button (A button).

CREDITS

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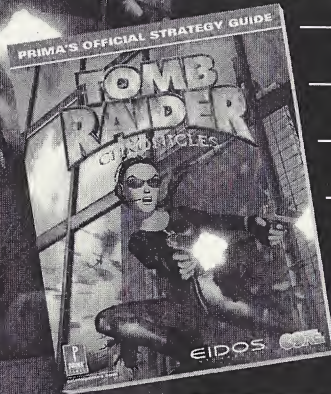
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Manual Layout	Hanshaw Ink & Image

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ESRB RATING

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